

b.) Amendments to the Specification

The following amendments to the specification are requested.

Please replace paragraph [0010] on page 4 with the following amended paragraph:

[0010] The invention provides two structures that provide an interactive collection of capabilities to provide a simple intuitive work environment and deliver direct access to the control of many media functions. This control is achieved without the use of media tools, as would commonly be accessed from icons, pull down menus and the like in other software. Rather, the control is achieved by the use of graphical means which are part of the Blackspace operating environment, as described in the copending applications captioned above and in companion copending applications ~~Intuitive Graphic User Interface with Universal Tools, serial no. xx/xxx,xxx, filed xx/xx/xxxx; Sequential Ordering System, serial no. xx/xxx,xxx, filed xx/xx/xxxx; Drawmation, serial no. xx/xxx,xxx, filed xx/xx/xxxx;~~ Method for Formatting Text by Hand Drawn Inputs, serial no. xx/xxx,xxx 10/672,112, filed xx/xx/xxxx Sept. 26, 2003, ~~Dynamic Help System, serial no. xx/xxx,xxx, filed xx/xx/xxxx, and Method for Creating and Using Computer Passwords, serial no. xx/xxx,xxx 10/635,883, filed xx/xx/xxxx Aug. 5, 2003~~. These can be directly manipulated by a user to generate a spectrum of operability that replaces a wide variety of independent tools as required by existing linear timelines.

Please correct paragraph [0042] on page 13 as follows:

[0042] All the timelines are known to the Drawmation manager. This is the object which interfaces between the GUI and the Drawmation. Every time a time line is created the GUI tells the Drawmation manager to add it to its list. When Drawmation itself is playing it is continuously sending messages stating the current time of the Drawmation playback. The Drawmation manager receives this message and controls each related timeline to set its play cursor accordingly. The procedure thereafter is depicted in the flow chart entitled Setting the time, Figure XX 22. Note that once a piece of media (e.g., a Drawmation) is recorded, multiple BTLs can be created for it.

Please correct paragraph [0066] on page 23-24 as follows:

[0066] The PR can be made any size and used as a navigational device for any point in a media regardless of the length of time that this media represents. The physical size of the PR could be the size of a postage stamp, yet a user could easily use it to navigate anywhere in a piece of media that was an hour long. When a play bar is dragged along a linear time line, it moves from right to left and remains a straight line at all times. When the same play bar is moved around a PR, it changes its shape to include one or more right angles as it moves through the corners of the PR. In a slide show as supported by this invention (~~see patent application Drawmation XXX~~), the PR has multiple functions that extend beyond serving as a navigational device or a playback control. The PR can be used to control the size and proportion and location of all the media playing back in a slide

show. A user can select in a menu the ability to play slide show media in a PR. Like the linear timeline, the PR can be resized; however, resizing the PR affects the volume of space inside the perimeter of the PR. If a user can make a selection that places all media inside a PR and therefore controls the size and proportion of that media by the size and shape of the PR. The user can create any number of linear or rectangular timelines. This is done by creating a switch and labeling it "TL" or "PR". This causes the Drawmation manager to add the switch to the list of those it is interested in. After the switch is pressed, this event is intercepted by Drawmation Manager, which requests the GUI to create a Linear(TL) or a rectangular timeline (PR). When a timeline is created the Drawmation Manager adds it to its internal lists and logs the association between the timeline and the switch. Each subsequent time the switch is pressed, DM causes the associated timeline to be shown or hidden.